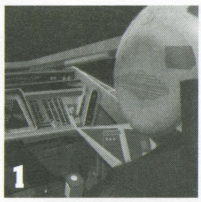
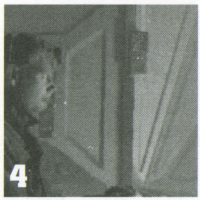
STAR WARS® REBEL ASSAULT™

LUCAS Arts®

A long time ago in a galaxy far, far away... It is a period of civil war. Rebel star-ships, striking from a hidden base, have won their first victory against the evil Galactic Empire; which, under the command of Darth Vader, rules the galaxy with an iron fist. The Empire, however, is far from defeated, and many young pilots have joined the Rebels in the hopes of restoring freedom to the galaxy.





Cast of Characters

1 Rookie One Like Luke Skywalker, Rookie One is a local farm hand from the arid planet of Tatooine. Also a daring pilot in civilian life, the eager young hotshot joined the Rebel Alliance to help defeat the Empire.

2 Cmdr. Ru Murleen The youngest commander in the Alliance, Ru Murleen's skill and daring have moved her through the ranks faster than a womp rat through Beggar's Canyon. Hoping to impart her skill to others, Murleen trains rookie pilots for the Alliance, where her quick wit and keen eye for talent have earned her many friends and universal respect.

3 Cmdr. Jake Farrell Jake Farrell flew for the Imperial Navy in the days of the Old Republic when the Senate still held power in the galaxy. During his tour of duty, Farrell trained some of the best pilots in the Empire. But as the government changed and the Empire sent him on increasingly ruthless missions, Farrell left the Navy and retired to a secret location to pass the remainder of his years. Lately, in an effort to empower the Rebellion with the skills necessary to combat the Empire, Farrell has come out of retirement to train young pilots for the Alliance. An earnest commander with a no-nonsense attitude, Commander Farrell runs a tight ship and teaches his rookies discipline.

4 Lt. Turland Hack Known to all as "Hack," Turland met Rookie One while training at Mos Eisley. Impressed by the young hotshot's enthusiasm for the Alliance, Hack took the rookie under his wing and became a "big brother" to the new pilot. Unable to qualify for flight school himself, Hack put his energy into helping Rookie One become the best in the fleet. Currently, Hack holds a communications post at the Mos Eisley base.

5 Capt. Merrick Simms Captain Simms leads the Blue squadron of the Rebel fleet. After a highly-acclaimed victory near Dantooine last year, young Simms was quickly promoted to the rank of captain. A skilled pilot who always keeps his cool, Simms understands the discipline needed to confront Imperial forces.

6 Rookie Thurlow Harris Harris has seen his share of battles in his twenty years. A Rebel captain's son, Harris has spent most of his life in his father's shadow. Although a good pilot in his own right, Harris lacks the confidence and control learned by experience.

7 Darth Vader Dark Lord of the Sith, Darth Vader personifies the evil behind the Galactic Empire. Once a Jedi Knight and student of Ben Kenobi, Vader turned on his teacher to embrace the seductive power of the dark side of the Force. Now, as servant to the gruesome Galactic Emperor, he has vowed to crush the Rebellion at any cost. His hopes are high that a new Imperial weapon, the Death Star, will help to accomplish this end.

GETTING STARTED

Configuring *Rebel Assault* Before playing *Rebel Assault*, change directory to your CD drive, type "Rebel" at the prompt, and press Enter. This will start the configuration utility/game launcher which is used both to configure *Rebel Assault* and also to start the game. Use the Configuration menu to set up your sound card for use with *Rebel Assault.* If you do not know your sound card settings, try using the Detect option to configure your sound card.

Sound Cards Some sound cards require special drivers or initialization programs to work properly. The installation software that came with your sound card should have installed these programs onto your hard drive. Be sure to boot off your hard drive normally to enable these programs before running *Rebel Assault.*

Memory Managers *Rebel Assault* does not require a memory manager. It fact, *memory managers may actually slow down or not leave enough memory for the game*. This is particularly important on slower machines. Therefore, if possible, you should disable your computer's memory manager before running *Rebel Assault.* Consult your memory manager documentation for details on how to do this. If you would like to keep your memory manager on your hard drive, you may create a boot disk without memory managers on it. Alternatively, if you are running DOS 6.0, you may use multiple configurations that allow you to choose whether or not to enable your memory manager at boot time.

Boot Disk Since *Rebel Assault* does not require much base memory, *you should not need to run the game off a boot disk unless your hard disk boot runs TSRs, utility programs or memory managers that conflict with* Rebel Assault. If you suspect this to be the case, you may want to make a simple boot disk which does not run these utilities. Then, when you want to run *Rebel Assault,* simply boot off the boot disk instead of your hard disk. Keep in mind, however, that making a boot disk is a complicated process which varies according to your system configuration because the boot disk will need to contain the drivers and system files needed to run your particular CD drive. Also, depending on your sound card, you may need to install drivers or init programs onto the boot floppy manually to get sound and music to function properly. Please consult your hardware dealer or specific CD drive/sound card manuals for information on how to make a boot disk that will work with your system. For an example of how to make a boot disk, check your reference card.

GAME DEMONSTRATIONS

Included on your *Rebel Assault* CD are special demonstrations of the full-voice CD games from LucasArts Entertainment Company. To play these demos, change directory to your CD drive, type "DEMO" at the prompt and then follow the directions on screen. Note: you will need a memory manager installed to run these demos. Please see the instructions in the demo launcher.

Day of the Tentacle™ A wacky cartoon adventure featuring some of the same kooky characters from the game's hit predecessor, *Maniac Mansion.*® Featuring the voice of Richard Sanders, known for his role as Les Nessman on "WKRP in Cincinnati."

Indiana Jones® and the Fate of Atlantis™ An original sequel to the legendary films, this graphic adventure features the thrill-seeking archaeologist and his partner, Sophia Hapgood, in a worldwide race against the Third Reich to unlock the magic of Atlantis.

Sam and Max Hit the Road™ An interactive detective story that follows a canine "Sam Spade" and his trouble-making, hyperkinetic side-kick rabbit on a romp through the nation's roadside tourist attractions. Coming soon to PC CD-ROM.

Demo Controls

Esc Exit menu to DOS

Ctrl C Exit current demo (to return to the Demo list, type "demo" at this point.)

OPTIONS

Rebel Assault offers many options for game play. Before you begin a game, or at any time during a game, you may make changes to your game options. Browse through the "Options" menu. Bring up this menu by pressing the "O" key.

Select options by moving your control up and down. Press the fire button to select or change an option.

Rebel Assault's controls are designed as a pilot's would be. If you move your Joystick/Mouse forward, your ship will descend, etc. By "y-flipping" the controls, you are changing the controls to a literal translation of the movement. In other words, if you move your Joystick/Mouse "up," your ship will ascend, etc. Please see "Controls" for more information.

CONTROLS

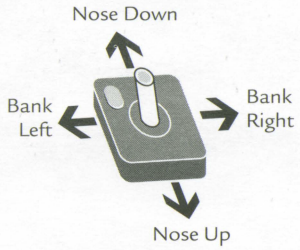
Calibration If you are using a joystick, *Rebel Assault* will ask you to calibrate it according to its specifications. To do so, simply move the joystick to the far upper right, far lower left, and then center.

To return to the calibration screen at any time, press the "J" key.

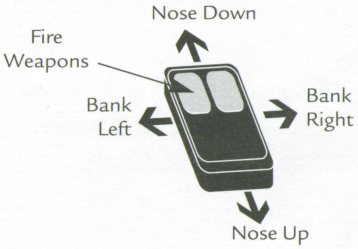
No calibration is necessary if you are using a mouse.

Maneuvering during the game To play *Rebel Assault,* you will need a joystick or a mouse (joystick recommended.) If your "Controls" option is in normal mode, your joystick or mouse will work as follows:

Joystick Controls



Mouse Controls



If your "Controls" option is "y-flipped," your up/down movement will be flipped. Feel free to experiment with this option to find the one with which you feel most comfortable.

GAME PLAY

Game play occurs from four perspectives at different times:

❶ Third Person Flight	outside behind your craft
❷ Third Person Bombing	outside above your craft
❸ First Person Flight	inside your cockpit
❹ Third Person Shooting	behind your pilot

❶ *Third-person flight*

left	bank counterclockwise
right	bank clockwise
pull back	move towards top of ship
push forward	move towards bottom of ship
fire button	fire lasers (where applicable)

Moving the joystick/mouse left or right banks your ship in that direction. To turn, you must pull back on the joystick once banked correctly. Be gentle with the controls; do not overcompensate.

❷ *Third-person bombing*

left	move ship left
right	move ship right
pull back	increase/decrease thrust
push forward	decrease/increase thrust
fire button	launch proton torpedo

❸ *First Person Flight*

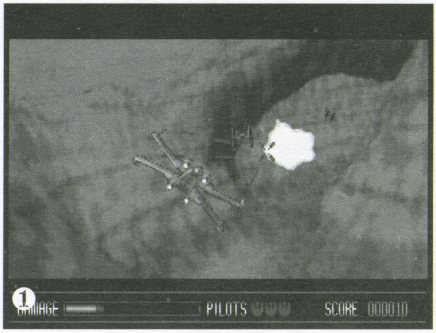
left	move/shoot to left
right	move/shoot to right
pull back	move/shoot upwards
push forward	move/shoot downwards
fire button	fire lasers

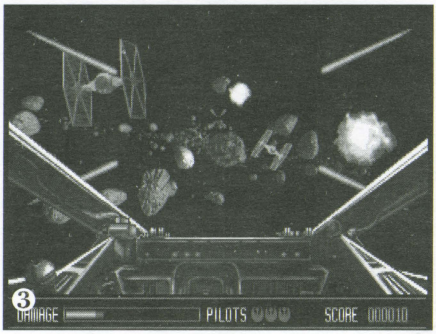
Move your target sight carefully — do not over-control. Move the joystick away from obstacles when a collision is imminent.

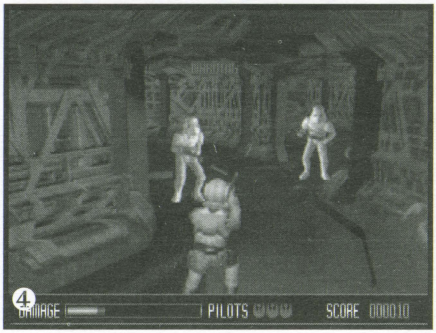
❹ *Third Person Shooting*

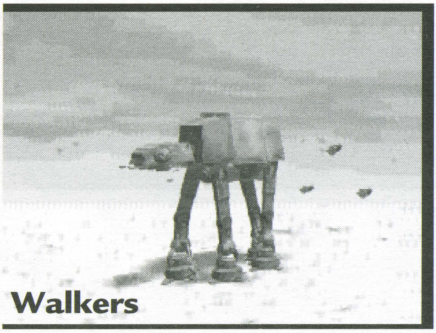
left	point left
right	point right
pull back	point higher
push forward	point lower
fire button	shoot blaster
left + button2	shuffle left
right + button2	shuffle right

Point your blaster and shoot. Be sure to watch where your shots go - the height of your gun is important. *If you hold down the fire button and move left or right, your pilot will shuffle in that direction.*








Walkers

Asteroid Field

SPECIAL CASES

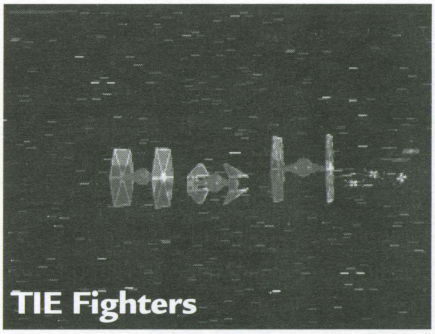
Walkers You must bring down the walker's strength by shooting its armor panels. Each panel takes two hits. The first hit will turn the panel dark brown from beige. The second will turn it gray.

During this level your navigation computer will be locked into a pre-determined flight path. At certain times, however, you will be allowed to select one of two different approaches. At these times, your display will indicate that a choice is available (the text "Choose Attack" will appear. Move the joystick left or right to select the direction of your path. Then, press button 2 to continue.

Asteroid Fields You must avoid rocky (brown) asteroids in your path. You cannot dodge ice asteroids, however. Those in your path must be shot.

TIE Fighters Shoot TIE fighters before they shoot you. If you let one slip by, it will hit you and run into your ship.

Star Destroyer To demolish the Star Destroyer, you must first take out the shield generators on the sides and top of the ship. Then, destroy the command center on the bridge.


TIE Fighters

KEYBOARD COMMANDS

Spacebar Pause the Game

Q Quit

Esc Skip through Cut Scenes

J Joystick calibration

O Options Screen

PASSCODES

As you finish sections of the game, you earn access to the secret passcodes that allow you to return to this part of the game when playing at another time. Keep track of these passcodes by jotting them down. By doing so, you'll always be able to call up the

beginning of the next chapter and continue the game where you got the passcode. The passcodes, however, do not "save" your score, damage, or number of pilots. You begin a new game each time you use the passcodes. As you change difficulty levels, the passcodes change, too.

TROUBLESHOOTING

• I can play the game, but I don't hear any sound.

1) Check to see that your sound card operates correctly by trying another program or a utility that came with the card. If not, check your audio connections or re-install your sound card software.

2) Check to see that you have the correct sound card driver enabled. This will be displayed on the calibration screen after *Rebel Assault* is launched.

3) Check sound card compatibility. If you are running a sound card which is Sound Blaster™ "compatible," try the "Sound Blaster™ compatible driver" instead of the "Sound Blaster Pro™" driver. Additionally, some sound cards require software drivers to be running for their emulation to work correctly.

4) Check your current settings for IRQ number, base address, and DMA channel, and make sure they match those set on your sound card. Keep in mind that some of these parameters may be changed during boot-up through software that came with your card. The parameters *Rebel Assault* is configured to expect will be shown on the calibration screen.

• My sound runs but I hear a regular popping noise in the background.

1) This problem will occur if you run a Sound Blaster Pro™ or Sound Blaster™ 16 with the "Sound Blaster™ Compatible" driver. Use the "Sound Blaster Pro™" driver instead.

• The game runs slowly. I hear sound, but voices and music slur in places.

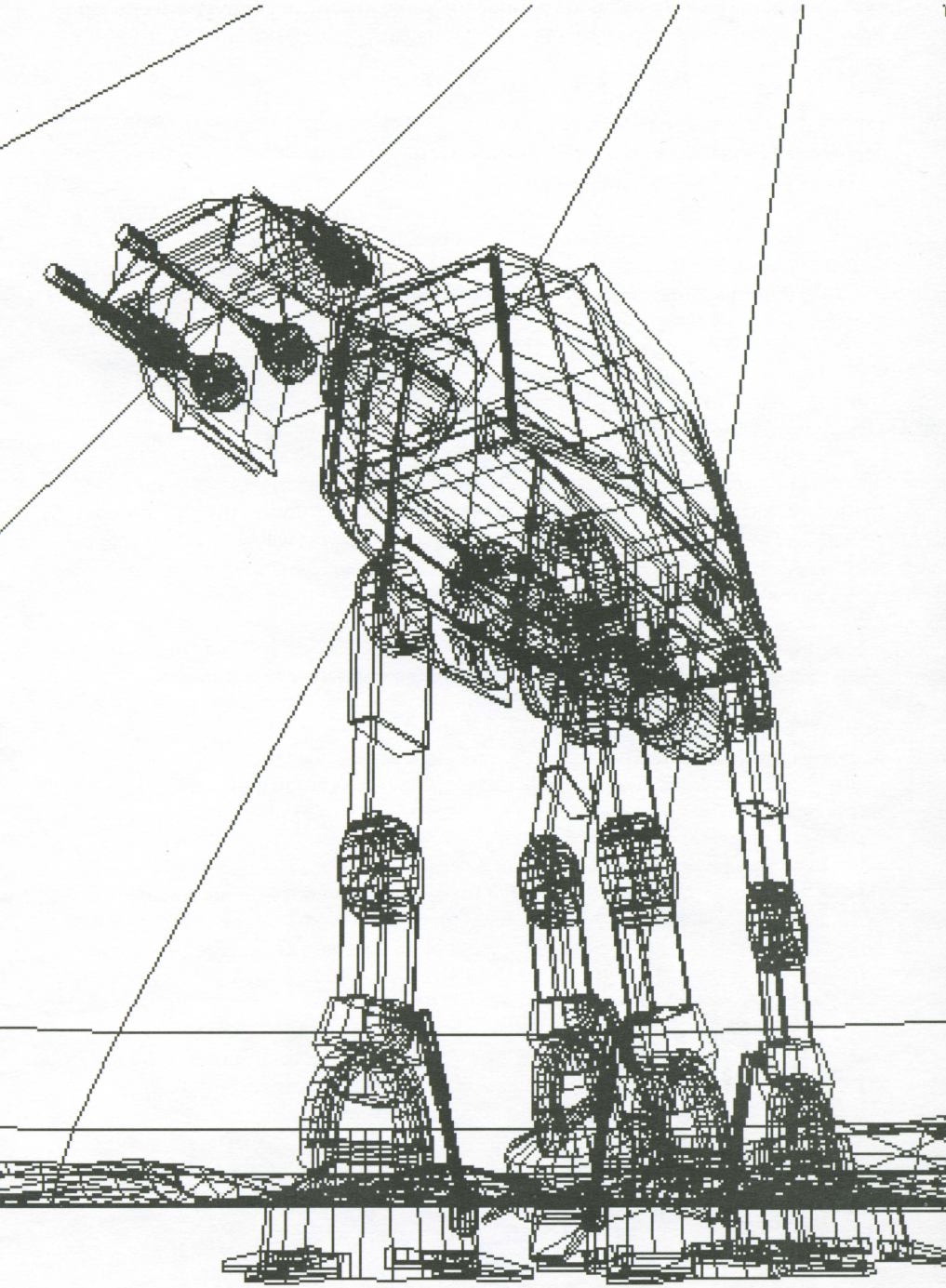
1) Your memory manager may be slowing down *Rebel Assault*. Try disabling it by following the instructions that came with your memory manager, or make a boot disk without a memory manager.

2) MSCDEX may not be properly optimized. MSCDEX (Microsoft® CD-ROM extensions) is the standard system device driver which tells MS-DOS® how to understand CD-ROM drives. Make sure you are running MSCDEX version 2.21 or higher. If you don't have MSCDEX, please contact your CD-ROM dealer for this information.

3) Your system may not be fast enough to support a 2X level of detail. Change the "CD Drive Speed" parameter in the launcher to 1X. Even with a 2X Drive, you may still experience slow-downs in 2X mode on some 386 computers. By changing the CD Drive Speed to 1X, you may avoid these slow-downs.

• The music skips ahead now and then.

1) Rebel Assault cannot find enough memory for its sound buffer. On the Rebel Assault "Calibration" screen, your sound buffer should be set to at least 700,000 bytes. If it is not, try disabling your memory manager (see: Getting Started.)



REBEL ASSAULT

CREDITS

Vince Lee	*Designer, Programmer, Project Leader*
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Casey Donahue Ackley	*Associate Producer*
Tamlynn Barra	*Voice Producer and Director*
David Vallone	*3D Artist/Animator*
Richard Green	*3D Artist/Animator*
Dan Colon	*3D Artist/Animator*
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Steven Sherer	*Additional 3D Art*
John Bell	*3D Modeller*
Martin Cameron	*3D Modeller*
Leonard Robel	*Artist/Animator*
Bill Tiller	*Artist/Animator*
Larry Ahern	*Additional Art*
John Knoles	*Additional Art*
Jon Knoll	*Additional Art*
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Chris Ross	*Art Technician*
Leyton Chew	*Art Technician*
Gwen Musengwa	*Art Technician*
Justin Graham	*Programming Assistance*
Toshi Morita	*Programming Assistance*
Mark Haigh-Hutchinson	*Programming Assistance*
Aric Wilmunder	*Programming Assistance*
Gary Brubaker	*Programming Assistance*
Edward Kilham	*Programming Assistance*
Clint Bajakian	*Sound Editing & Processing*
Michael Z. Land	*Sound Advice*
Peter McConnell	*Sound Advice*
Mark Cartwright	*Quality Assurance Supervisor*
Chip Hinnenberg	*Quality Assurance*
Brett Tosti	*Quality Assurance*
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Dana Fong	*Additional Testing*
William Burns	*Additional Testing*
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Mara Kaehn	*Product Support Manager*
Lisa Star	*International Administrator*
Jack Sorensen	*Director of Business Operations*
Steve Dauterman	*Director of Development*
Mary Bihr	*Director of Marketing*
John Williams	*Composer and Conductor of Music*

Performed by the London Symphony Orchestra

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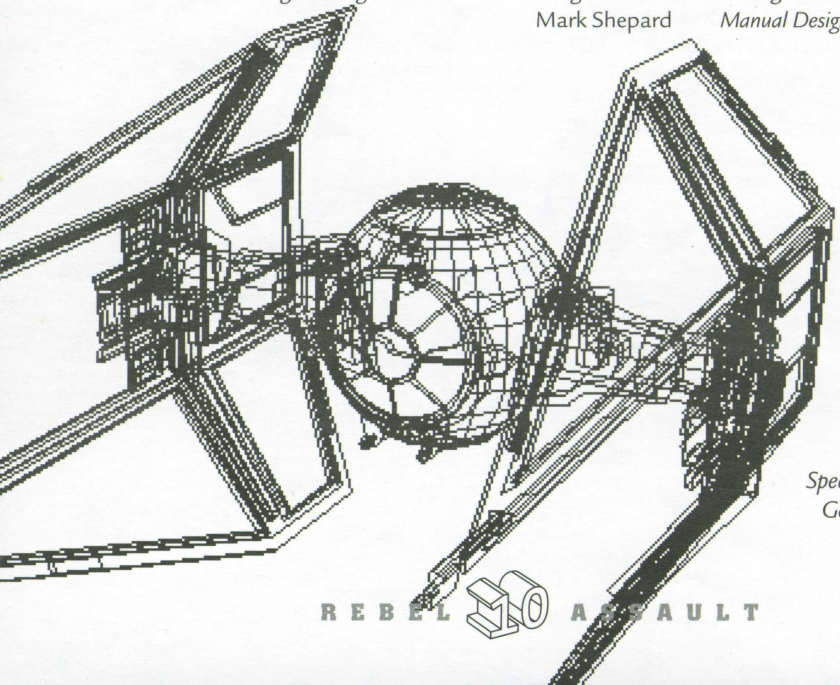
Greg Winters	*Package Illustration*
Mark Shepard	*Manual Design*



Special thanks to George Lucas

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IMPORTANT NUMBERS

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LucasArts Entertainment Company
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San Rafael, CA 94912

Product Support hours are 8:30 A.M. to 4:30 P.M., Pacific Standard Time.

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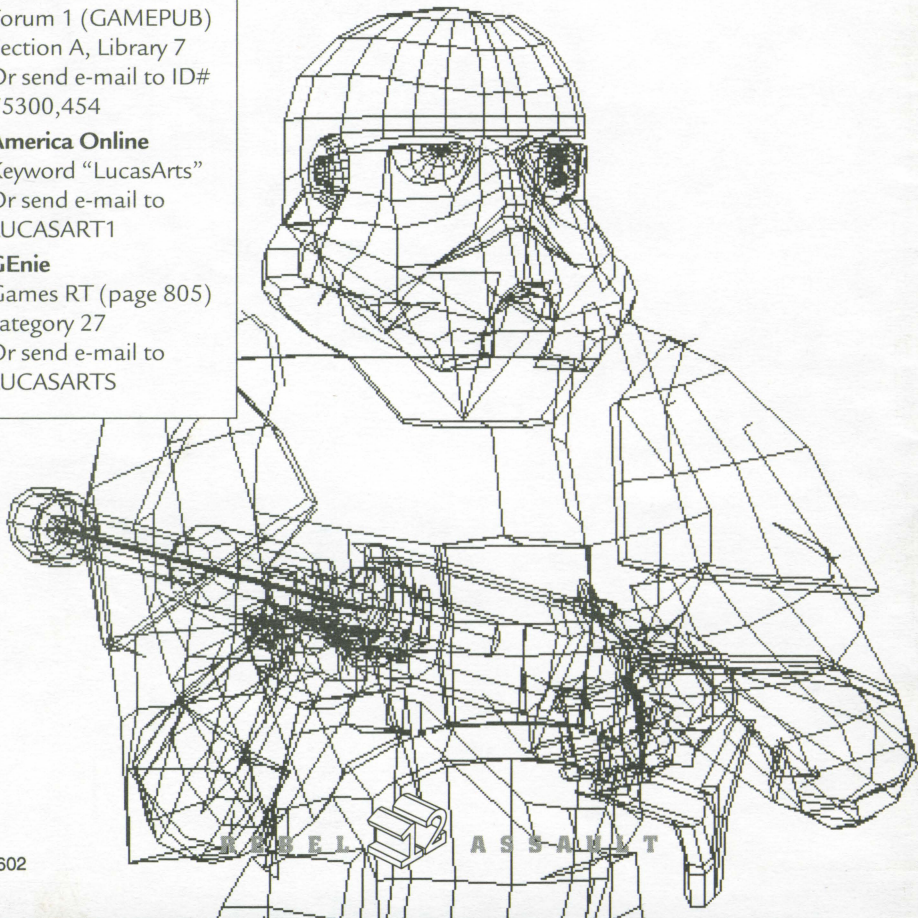

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